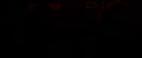


GAME BOY ADVANCE

AGB-AN4E-USA

CHRIS PRONGER 

NHL  
*HITZ*  
2003



INSTRUCTION BOOKLET

JER

MIDWAY  
SPORTS

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**



## **WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

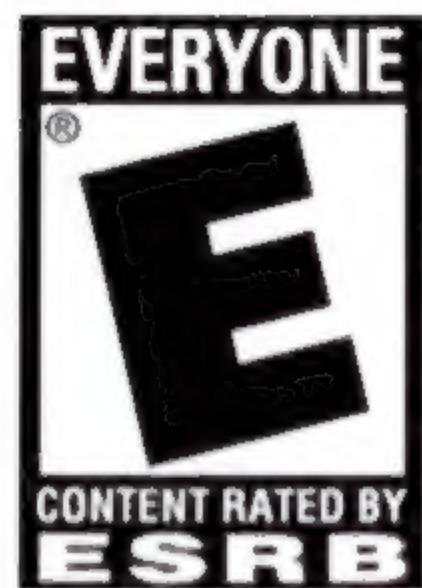
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

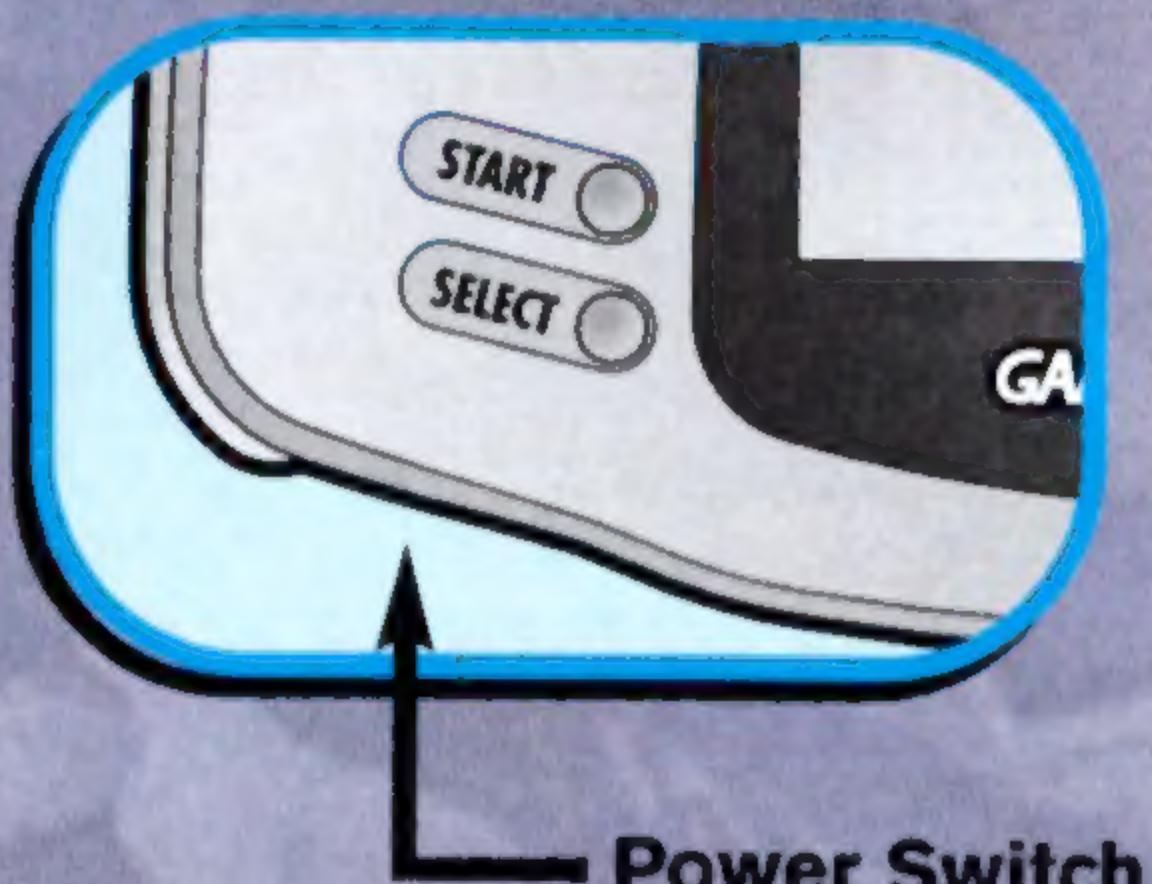
# TABLE OF CONTENTS

Getting Started .....	3
Game Controls .....	4
Main Menu .....	5 - 6
Options .....	7 - 8
Team / Player Selection .....	11
Jersey / Team Advantage .....	12
Game On! .....	15 - 17
Pause Options .....	18
Credits .....	21 - 22
Warranty .....	24

# GETTING STARTED

Please follow the instructions below before attempting to play this game.

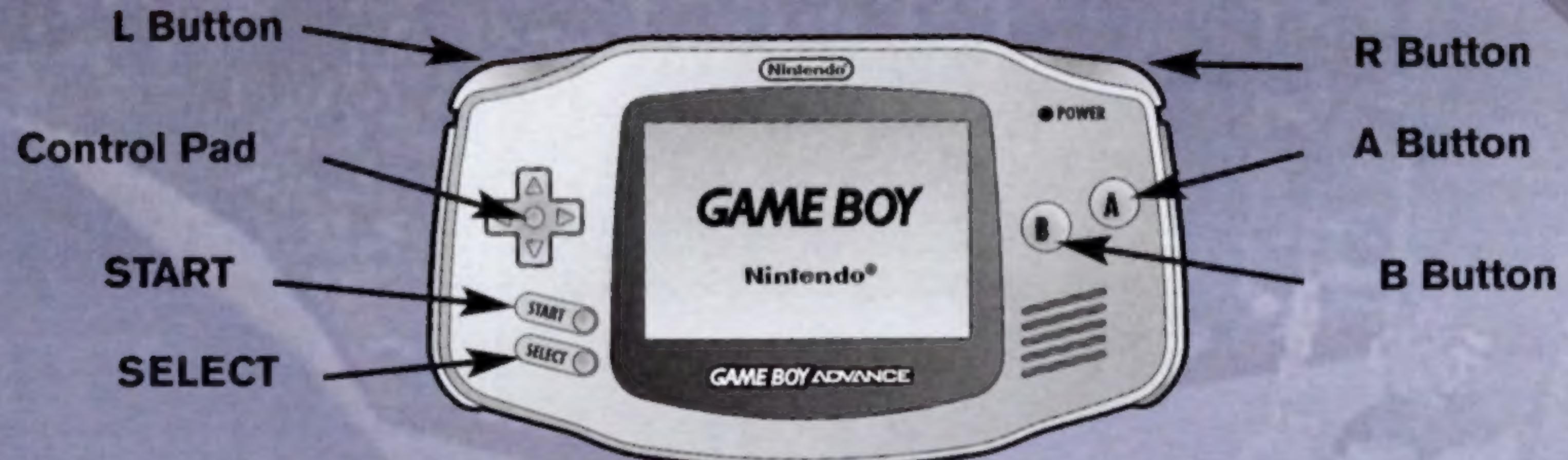
- Make sure the **POWER** switch is in the **OFF** position.
- Insert the Nintendo **GAME BOY® ADVANCE** Game Pak into the slot on the back of the Game Boy Advance, label facing **AWAY** from play side.
- Slide the **POWER** switch to the **ON** position to turn **ON** the power.
- Follow gameplay instructions throughout this manual.



## MENU SELECTIONS

Press the **CONTROL PAD UP, Down, LEFT or RIGHT** to highlight menu items. To select menu options, press the **A BUTTON**. To return to a previous menu, press the **B BUTTON**.

# GAME CONTROLS



## DEFAULT CONTROLS



# MAIN MENU

## EXHIBITION

Select this option for a multi-player game. On the **CHOOSE TEAMS** screen (see pg. 11), pick a team and play an exhibition game. No records will be kept, but this game mode is a good way to get familiar with the game. If you're playing a multi-player game, you can connect multiple Game Boy® Advance systems (see **LINK UP**, next page).

## SEASON

### SEASON SETUP

Choose the type of season you want with the options below.. You'll then go to the Season Setup screen to setup your season (see **SEASON CENTRAL**, pg. 9-10). If you already have a season in progress, you'll be asked to confirm continuing your saved season or create another.

#### Mode

You can select to play a **SEASON** or select **PLAYOFF** to experience just the playoffs. You'll go to the **CHOOSE YOUR TEAM** Screen to select your team (see **CHOOSE TEAMS**, pg. 11).

#### Number of Games

Choose the number of games you'd like to play in your season. Select from a **29**, **58** or full **82** game season.

#### Playoff Length

Choose a Playoff Length of **1** game or a **3**, **5** or **7** game series.



# MAIN MENU



## LINK UP

Use the Link Up option to prepare for a 2-4 player game connecting two systems using the Game Boy® Advance Game Link® Cable. If necessary, review your Game Boy® Advance Game Link® Cable instruction manual for set-up information.

Once connected, up to 4 Game Boy Advance icons will appear on screen. Press the **A BUTTON** to leave the menu and go to Team Selection screen.

## OPTIONS

See **OPTIONS**, next page, for option descriptions.

# OPTIONS

## GAME OPTIONS

Press the **CONTROL PAD UP** or **Down** to highlight options, then press **LEFT** or **RIGHT** to make change to the options that affect the games you play:

**SKILL LEVEL** : Select the level of skill you'd like the CPU players to have; **ROOKIE**, **PRO** or **ALL-STAR**.

**PERIOD** : Choose to play a **1**, **2** or **3** minute period.

**PENALTIES** : Choose to have Penalties **ON** (called) or **OFF** (not called).

**FIGHTING** : Turn Fighting **ON** (fights occur) or **OFF** (no fights).

**STAMINA** : Play with Stamina **ON** (players don't fatigue) or **OFF** (player fatigue occurs).

**PLAYER SELECT** : You can choose to have the ability to switch from player to player on the ice (**MANUAL**), or have your player automatically switched (**AUTO**).



# OPTIONS

## GAME OPTIONS (cont.)

**MERCY RULE** : Choose the goal differential you'd like to use to avoid playing a complete game that's become a blowout.

You can set the **MERCY RULE** option from 1 to 10 goals or leave it **OFF** and let the game play out to a final score.

**AUTO REPLAY** : By default, goal scoring plays are followed by an instant replay. You can turn this feature **ON** or **OFF**.

## SOUND OPTIONS

Press the **CONTROL PAD UP** or **DOWN** to highlight options, then press **LEFT** or **RIGHT** to turn the game's **SOUND FX**, **MUSIC** or **VOICE** (play-by-play commentary) **ON** or **OFF**.

## CREDITS

View the names of those who helped make this **NHL Hitz 20-03** game possible.



# SEASON CENTRAL

## SEASON TEAM SELECT

Before you begin your season, you'll have to select a team (see **TEAM/PLAYER SELECTION**, pg. 11). Press the **CONTROL PAD LEFT** or **RIGHT** to cycle the available teams, then press the **A BUTTON** to go to the Season Central screen. To choose a team randomly, press the **SELECT** Button.



## SEASON CENTRAL

The Season Central screen shows your match-up, and offers several options to adjust prior to your game. Here are the options:

### PLAY GAME

Hit center ice and get the game started. If you're in between season games, season game Matchup and Results screens will be displayed to keep you up-to-date on other league games. Continue pressing the **A BUTTON** to move through the screens.

### ROSTERS

The Rosters Screen includes team logos on the left and player photos and attributes on the right. Press the **CONTROL PAD LEFT** or **RIGHT** to view each player on the selected team's roster. To scroll teams, press the **CONTROL PAD UP** or **DOWN**.



As you view players, **SPEED (SPD)**, **SHOT (SHT)**, **PASSING (PAS)**, **CHECKING (CHK)** and **TOUGHNESS (TGH)** attributes are listed below his picture. An Overall Rating is displayed below. Use these attributes to choose the players that will best fit your team needs.

# SEASON CENTRAL

## CALENDAR



The Calender screen lets you view a teams monthly game schedule for the entire season. **CONTROL PAD UP OR DOWN** to select a team, then press the **CONTROL PAD LEFT OR RIGHT** to move through the days of the month. Press the **L and R BUTTONS** to scroll through the months.

Press the **A BUTTON** to select a scheduled game, then decide if you'd like to allow the CPU to **SIMULATE** games up to that date. All games up to that date will be simulated. This allows you to speed through the season if needed.

## STANDINGS

To view standings, press the the **CONTROL PAD LEFT OR RIGHT** to select a Conference, Division or the League, then press the **CONTROL PAD UP OR DOWN** to highlight teams. Press the **CONTROL PAD LEFT OR RIGHT** to highlight a category.

## OPTIONS

See **OPTIONS**, pgs. 7 - 8.



# TEAM / PLAYER SELECTION

## CHOOSE TEAMS

When you select **EXHIBITION OR SEASON** mode, the Choose Teams screen will appear. Press the **L BUTTON** or **R BUTTON** to toggle control of the Team Selection windows, and press the **CONTROL PAD LEFT** or **RIGHT** to view teams.

Below each team logo and name, you'll see how the team's rated on **OFFENSE**, **DEFENSE** and **GOAL TENDING**.

To Randomly select a team, press the **SELECT BUTTON**.

Once you've highlighted both teams you want to play in the game, press the **A BUTTON** to go to the Choose Player screen.



## CHOOSE PLAYERS



Press the **CONTROL PAD LEFT** or **RIGHT** to scroll through the available players, then press the **A BUTTON**. Do this for all three players and the goalie.

Next to each player, you'll see how the player is rated in **SPEED (SPD)**, **SHOT (SHT)**, **PASSING (PAS)**, **CHECKING (CHK)**, **TOUGHNESS (TGH)** and overall total rating **(TOT)**.

# JERSEY / TEAM ADVANTAGE



## CHOOSE JERSEY

Press the **L BUTTON** or **R BUTTON** to toggle control of the Team Selection windows, and press the **CONTROL PAD LEFT** or **RIGHT** to toggle the Home or Away jerseys.

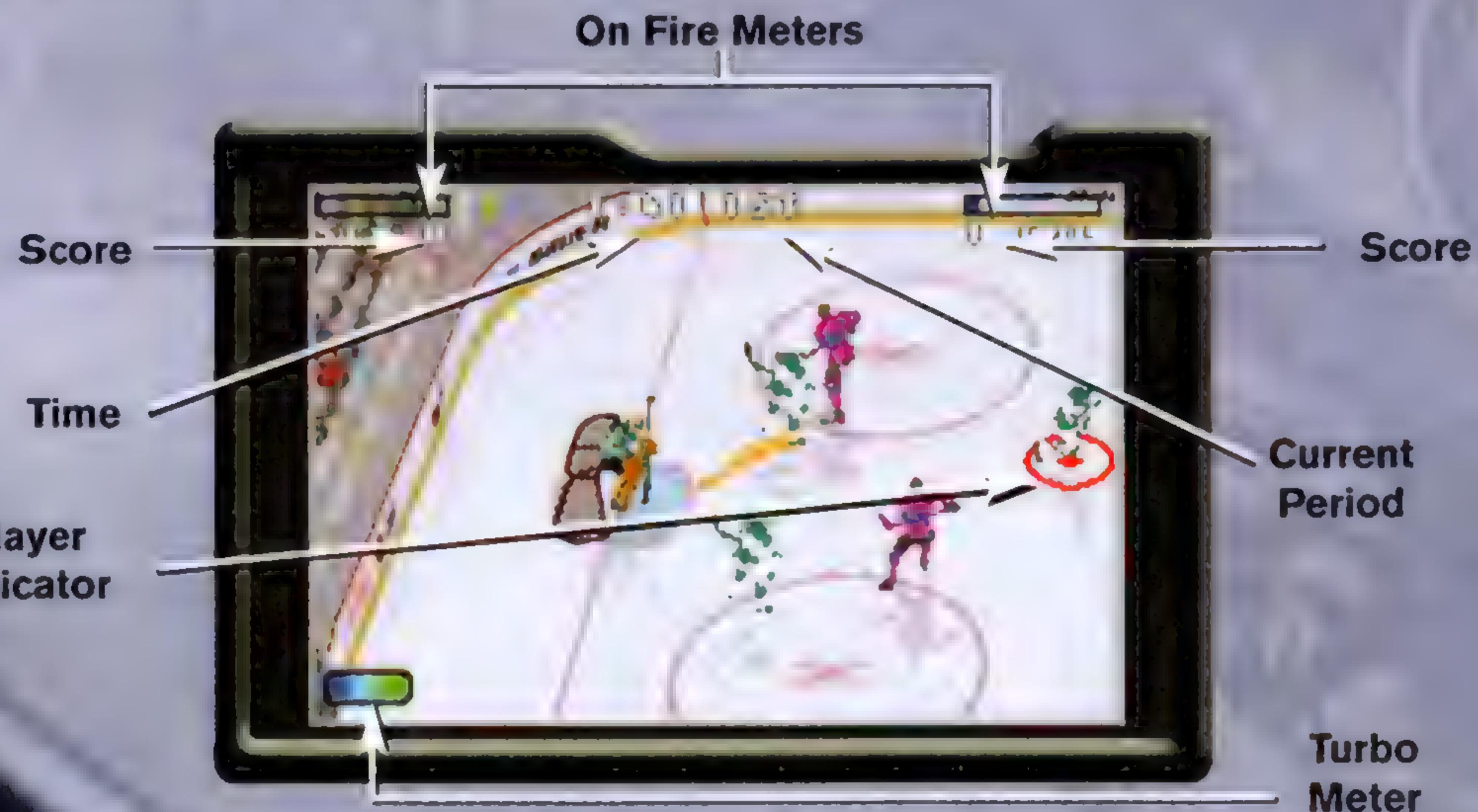
## Team Advantage

At the Choose Jersey screen, press the **CONTROL PAD DOWN** to access the Team Advantage option. Press the **CONTROL PAD LEFT** or **RIGHT** to adjust the option. When you reduce the team advantage bar, you'll make your team weaker. You might use this option to handicap a team and make the game more competitive.

# GAME ON!

## THE HUD

NHL® Hitz 20-03's Heads Up Display (HUD) is simple, so you won't be overwhelmed by on-screen information as you play. Review the illustration below to familiarize yourself with the HUD.



# GAME ON!

## The Face-Off

Possession of the puck means everything, so you'll want to win as many face-offs as possible. As you're face-to-face with your opponent, press the **A BUTTON** to shove your opponent, then press the **B BUTTON** to swat the puck back to a teammate. Whether you win or lose the face off is based on who has timed his button press at the moment the puck hits the ice.

## Turbo Meters

Turbo Meters are displayed at the bottom of the HUD. Your Turbo (**R BUTTON**) diminishes fast, but it will completely replenish in 5 seconds.

## Player Indicators

Colored circles appear under each human controlled player. The color is determined by which controller you're using [**RED** (1), **BLUE** (2), **GREEN** (3) and **YELLOW** (4)]. Colors appear at the Choosing Sides Screen before the game. See **CHOOSING SIDES**, pg. 18).

## The One-Timer

When executed correctly, this is quite possibly the most difficult shot for any goalie to stop. With a teammate open and rushing (or near) the net, press the **PASS BUTTON**, then quickly press the **SHOOT BUTTON** to execute a one-timer. You can perform this shot from anywhere on the ice, but shooting closer to the net will give you a better chance to score.

# GAME ON!

## Passing

As you play, you'll find out that every pass doesn't find its destination. Look for open lanes to avoid having the puck stolen. Use the **B BUTTON** to pass the puck.

## Checking

If you really want the puck, a nice hard Check should jar it loose from your opponent. Press the **L BUTTON** for a **STICK CHECK** or the **A BUTTON** for a nice **BODY CHECK**, depending on your distance from your opponent. Add a little turbo to really send him flying.

## Deke-Spin

Every player on the ice is going to be hitting hard to get possession of that puck, so you'll need some moves to avoid the hits. Try double tapping the **R BUTTON** to perform a Deke-Spin move to dodge a body check.

# GAME ON!

## Fighting

With enough hard hits on the ice, tensions build up, so you'll likely find yourself squaring off against an opponent. Be prepared, and try to get that first punch in. At the top of the screen is each player's energy bar. You run out of energy, you go down. Here are the fighting controls:

**HIGH PUNCH** ....A BUTTON

**LOW PUNCH** ....B BUTTON

**UPPERCUT** ....R. BUTTON

**BLOCK** ....L BUTTON

**DODGE** ....LEFT OR RIGHT



## PENALTIES

Penalties are administered to players following a **FIGHT** or when a player commits **GOALIE INTERFERENCE**. Goalie Interference results in a Power Play.

### Fighting Penalty

The winning fighter and a teammate of the losing fighter serve a 30 second penalty. Teams will then play 2-on-2 until the penalty time is up. The losing fighter is out for the remainder of the game.

### Hitting the Goalie - The Power Play

When a Goalie is body checked by an opposing player, play will stop and that player will enter the Penalty Box. The team whose goalie was checked will then go on the Power Play, giving them a one player advantage over the other team for the next 30 seconds.

# GAME ON!

Player On Fire



## ON-FIRE

Hard hitting and defense has it's rewards. When you lay some hard hits on your opponent or make some nice defensive plays, your On-Fire meter will increase.

When your On-Fire Meter fills up, a player will burst into flames. The color of the flames relates whether you're the **HOME** or **AWAY** team.

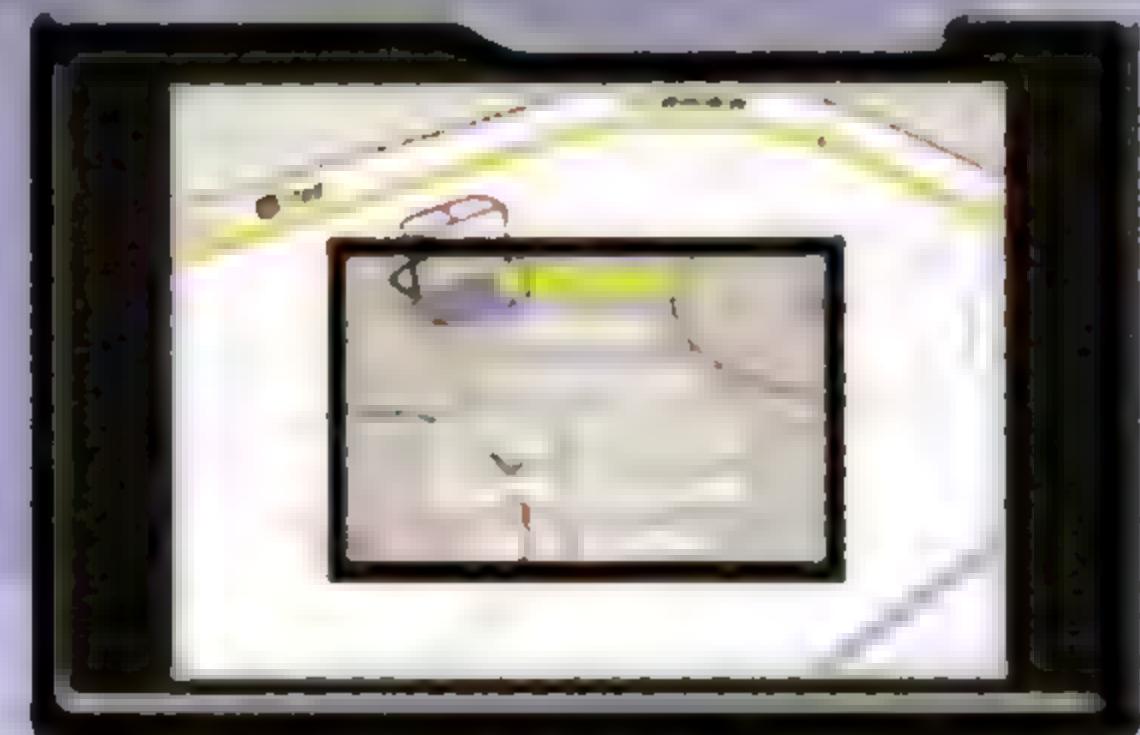
When you catch fire, all your attributes will increase 20%, so your success rate on the ice will also increase. Listen to the announcer as well. He'll clue you into the fact that a player is ready to go on-fire. You'll be on-fire for 30 seconds. If you find yourself On-Fire during a fight, it will increase your chances of winning.

# PAUSE OPTIONS

At anytime during the game, press **START** to pause the game and display the Pause Menu. It contains standard game options to make adjustments to your current game.

**STATS** - View the game's up-to-date stats.

**STRATEGY** - Press the **CONTROL PAD UP** or **DOWN** to access the **OFFENSIVE** and **DEFENSIVE** options, then press **CONTROL PAD LEFT** or **RIGHT** to cycle the available options for each selection.



**OFFENSIVE** : You can choose an **AGGRESSIVE**, **NORMAL** or **DEFENSIVE** strategy for your team when they are in control of the puck.

**DEFENSIVE** : Choose a **ZONE**, **MAN-ON-MAN** or **CHERRYPICK** strategy for your team when they're on defense.

**GAME OPTIONS** - See **GAME OPTIONS**, pg. 7 - 8.

**SOUND OPTIONS** - See **SOUND OPTIONS**, pg. 8.

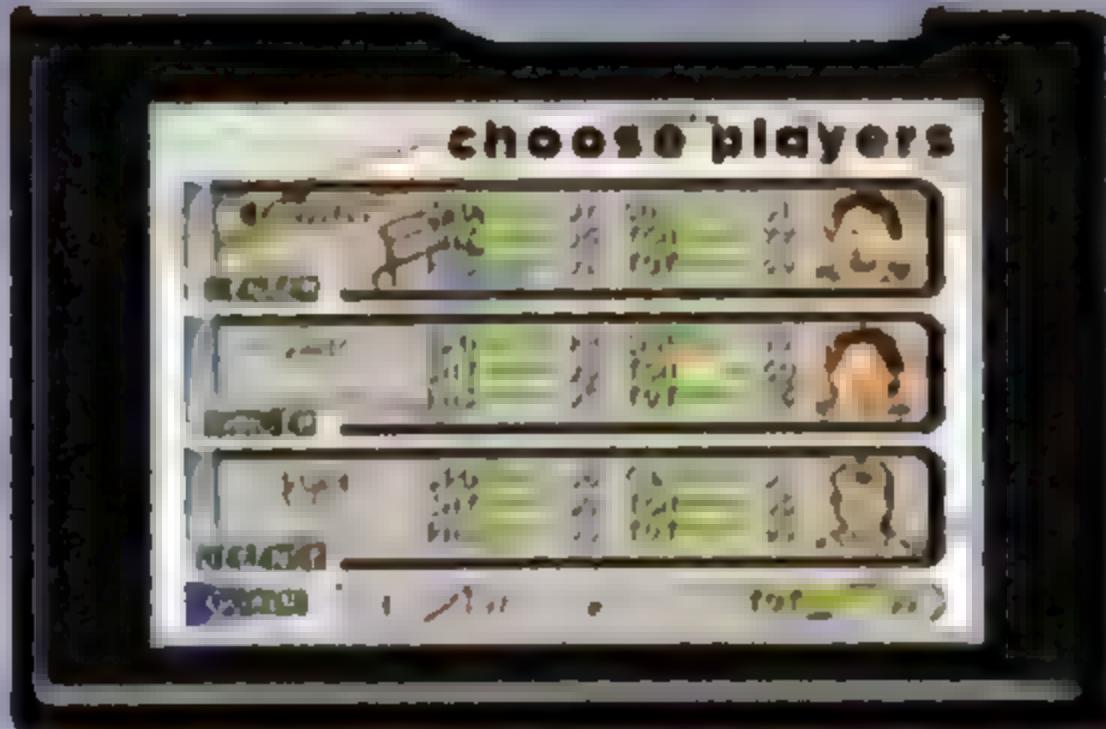
**EXIT GAME** - Quit the game in progress.

# INTERMISSIONS

## Substitution

Between periods, you'll have an opportunity to substitute one or all players. If a player has lost a fight, that player won't be available at the Substitution screen.

At the Substitution Screen, press the **Control Pad Left or Right** to cycle through the available players, then press the **A Button**. If needed, repeat this process for all players.



## Final Game Stats



Once the game has ended, your game's Stats Screen displays the breakdown of final stats for the game. Press the **A BUTTON** to return to the Main Menu or Season Central, depending on which game mode you've been playing.

# NOTES

# CREDITS

## MIDWAY HOME ENTERTAINMENT

Producer ..... Jeremy Airey  
Associate Producer ..... Matt Vella  
Assistant Producers ..... Devin Shatsky & Darren Walker  
Technical Director ..... Paul Lefevre  
Test Manager ..... Rob Sablan  
Test Supervisor ..... Steve Kramer  
Technical Standards Analysts ..... Ray Mitchell & Ghyan Koehne  
Lead Product Analyst ..... Seher Basak  
Product Analysts ..... Phil Gorney, Travis Zander, A.J. Briones,  
Kenny Byrd & Bobby Riess

## MIDWAY SPORTS

Sr. VP Publishing ..... Mark Beaumont  
VP Marketing ..... Helene Sheeler  
Dir., Sports Marketing ..... Michael Lustenebrger  
Product Manager ..... Phil Marineau  
Project Coordinator ..... May Cam  
Dir., PR and Promotions ..... Marci Ditter  
PR Manager ..... Jay Boor  
Support ..... Tim Granich & Tim Mulligan  
VP Licensing ..... Steve Booth  
Sr. VP Sales ..... Dave Cox  
VP Sales ..... Melani Windham  
Dir., Channel Marketing ..... Christa Wittenberg  
Dir., Internet ..... Dave Tokheim  
Flash Artist ..... Dawson Vosburg

# CREDITS

## CREATIVE SERVICES

VP Creative Services ..... Debbie Austin  
Project Manager ..... Erin Shems  
Project Coordinator ..... Sally Nichols  
Creative Designer ..... Ron White  
Sr. Manager Documentation ..... Jon Mongelluzzo

## SPECIAL THANKS

Chris Pronger - St. Louis Blues, Jaime Rolph, Maissa Dauriac - Syncope Entertainment  
NHL - Gary Bettman, Brian Jennings, Dave McCarthy, Linda Santiago & Catherine O'Brien  
NHLPA - Marty McQuaig & Mike Ouellet

Ron Ludlow, Tom Taylhor, Doris Lynch, Diane Barton, Xina Matthews, Echo Storch, Ann Denton, David Greenspan, McFarlane Toys, AbFab Inc., Manning, Salvage & Lee, Ayzenberg, Horizon, Visionworks, The Hockey Company, Bauer/Nike Hockey, Easton, Itech, Louisville & Sherwood - Drolet

## EXIENT ENTERTAINMENT

Lead Programmer ..... Charlie Chapman  
Programmer ..... Chris Davison  
Programmer ..... Andy Gore  
Lead Artist ..... Jeremy Smith  
Artists ..... Markus Heinel  
Audio ..... Will Davis  
Producer ..... Dave Hawkins  
Assitant Producer ..... Sophie Blakemore



WE CALL IT SLUGFEST  
FOR A REASON.

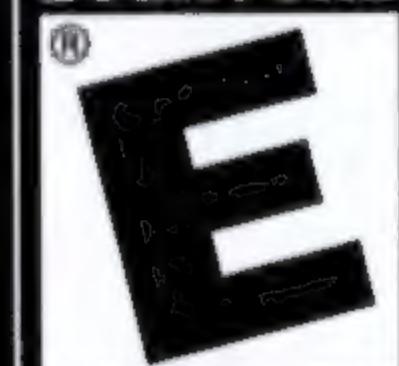
COMING THIS SUMMER!



# MLB SLUGFEST 2003

MLB® Slugfest® 20-03 © 2002 Midway Amusement Games, LLC. All rights reserved. SLUGFEST, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Visit the official web site at [MLB.com](http://MLB.com). MLBPA - Official Licensee, Major League Baseball Players Association. Visit the Players Choice on the web at [www.bigleaguers.com](http://www.bigleaguers.com). Distributed under license by Midway Home Entertainment Inc. Distributed under license by Midway Home Entertainment Inc. ©2002 Roadrunner Records. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo.

EVERYONE



CONTENT RATED BY  
ESRB

Comic Mischief  
Violence

# WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. **THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE** Midway Home Entertainment Inc. **ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE.** IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**Midway Games West, Inc.**  
675 Sycamore Dr.  
Milpitas, Ca 95035  
[www.midway.com](http://www.midway.com)

**Midway Customer Support**  
(408) 473-9499  
10:00am - 6:30pm / Central Time  
Monday - Friday  
Automated help line open 24 hours a day



WHAT'S FOOTBALL  
WITHOUT THE BLITZ?  
AVAILABLE NOW



PLAYERS INC.



IGNITE YOUR GAME



Violence

[midwaysports.net](http://midwaysports.net)

NFL  
**BLITZ**  
2003

Midway Games West Inc.  
675 Sycamore Drive Milpitas, CA 95035

PRINTED IN JAPAN

NFL® BLITZ® 20-03 © 2002 Midway Amusement Games, LLC. All rights reserved. BLITZ, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. © 2002 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially Licensed Product of Players Inc. The Players Inc logo is a registered trademark of the NFL Players. [www.nflplayers.com](http://www.nflplayers.com) ©2002 Players Inc. Used by permission. Distributed under license by Midway Home Entertainment Inc. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo.